

AIR AND SPACE EXERCISE (AEX)

WARGAME SUMMARY

The Air and Space Exercise (AEX) is designed to equip students to understand and appreciate the complex and time-critical operational control processes that occur within the Combined/Joint Air Operations Center (C/JAOC) and between the air component and other functional components during execution of air and space operations. The Air and Space Exercise demonstrates what air and space power, forces and concepts bring to the fight at the operational level of war. It emphasizes the complexities of warfare through simulated Combined/Joint Forces, Air Component Commander (C/JFACC) activities and Air Tasking Order (ATO) execution. Student officers apply the basic concepts of air campaign planning and execution in a simulated C/JAOC environment. This challenging environment requires officers to continually assess the effectiveness of their joint air operations plans and to modify them if required.



OBJECTIVES/PURPOSE:

- a. Synthesize the principles, concepts and processes taught at ACSC to develop and execute a Joint Air Operations Plan (JAOP) in a simulated crisis action planning and execution environment.
- b. Apply rapid and flexible planning processes to achieve objectives during the planning and execution of air and space operations.
- c. Evaluate air objectives, tasks and mission results to assess how they support the Joint Force Commander's (JFC's) objectives and war termination criteria to achieve the desired end state.

GENERAL INFORMATION:

- a. Wargame Sponsor: Brig Gen (Sel) Ronald R. Ladnier, ACSC Commandant, Maxwell AFB AL.
- b. Warlord: Lt Col Dan Novak, Air Command and Staff College, ACSC/DEW, Maxwell AFB AL, DSN: 493-2308.
- c. Wargame Director: Maj Jim Alexander, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6638.
- d. Contractor Lead: Mr. Keith Morris, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6537.

- e. Participants: ACSC students are the game participants, with ACSC faculty acting as the JFC.
- f. Frequency and Duration: Air and Space Exercise is conducted annually at the end of the Air and Space Planning course, the final course in the academic year. The exercise covers nine days.
- g. Wargame Location: Students play this game in the seminar rooms at ACSC. The computer simulation runs occur at the Air Force Wargaming Institute.
- h. Supporting Models and Simulation Tools: One model and one simulation tool support AEX; the Air Force Command Exercise System (ACES) and ForceView. The ACES model expedites the development and input of the player ATO, determines the force-on-force adjudication results and provides on-line reports for the players. Both the tactical and operational (ACT) versions of the ACES model are used. ForceView, a mapping tool, presents the disposition of forces.

WARGAME EXECUTION:

The first week, game play is at the operational level of warfare where students role-play as members of a C/JFACC staff. Students focus on national, theater and air objectives; long-term planning, formulation of the JAOP, developing military courses of action (COAs) and campaign assessment as members of a C/JAOC Strategy Division. The second week, students focus on C/JFACC guidance, air apportionment, targeting, combat assessment and ATO production/execution as members of a C/JAOC Combat Plans Division.

The two-sided game is run on the ACES model and uses a fictional scenario and a notional database. The student seminars play Blue in a “Blue versus Red” format using US AEF aircraft and Global Strike Task Force employment concepts. Air Force Wargaming Institute-trained controllers input the operational forces (OPFOR) (red) campaign plan.

WARGAME DATES:

20 May – 2 June 2003